

Software Requirements Specification for RoCam: subtitle describing software

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Revision History

Date	Version	Notes
Date 1	1.0	Notes
Date 2	1.1	Notes

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1.1 User Business

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6.4 Specifying a Business Use Case (BUC)

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7 Business Data Model and Data Dictionary

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7.2 Data Dictionary

8 The Scope of the Product

8.1 Product Boundary

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8.2 Product Use Case Table

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8.3 Individual Product Use Cases (PUC's)

Insert your content here.

9 Functional Requirements

9.1 Functional Requirements

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10 Look and Feel Requirements

10.1 Appearance Requirements

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16.1 Cultural Requirements

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17 Compliance Requirements

17.1 Legal Requirements

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17.2 Standards Compliance Requirements

Insert your content here.

18 Open Issues

Insert your content here.

19 Off-the-Shelf Solutions

19.1 Ready-Made Products

Insert your content here.

19.2 Reusable Components

Insert your content here.

19.3 Products That Can Be Copied

20 New Problems

20.1 Effects on the Current Environment

Insert your content here.

20.2 Effects on the Installed Systems

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20.3 Potential User Problems

Insert your content here.

20.4 Limitations in the Anticipated Implementation Environment That May Inhibit the New Product

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20.5 Follow-Up Problems

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21 Tasks

21.1 Project Planning

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21.2 Planning of the Development Phases

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22 Migration to the New Product

22.1 Requirements for Migration to the New Product

Insert your content here.

22.2 Data That Has to be Modified or Translated for the New System

23 Costs

Insert your content here.

24 User Documentation and Training

24.1 User Documentation Requirements

Insert your content here.

24.2 Training Requirements

Insert your content here.

25 Waiting Room

Insert your content here.

26 Ideas for Solution

Appendix — Reflection

The purpose of reflection questions is to give you a chance to assess your own learning and that of your group as a whole, and to find ways to improve in the future. Reflection is an important part of the learning process. Reflection is also an essential component of a successful software development process.

Reflections are most interesting and useful when they're honest, even if the stories they tell are imperfect. You will be marked based on your depth of thought and analysis, and not based on the content of the reflections themselves. Thus, for full marks we encourage you to answer openly and honestly and to avoid simply writing "what you think the evaluator wants to hear."

Please answer the following questions. Some questions can be answered on the team level, but where appropriate, each team member should write their own response:

- 1. What went well while writing this deliverable?
- 2. What pain points did you experience during this deliverable, and how did you resolve them?
- 3. How many of your requirements were inspired by speaking to your client(s) or their proxies (e.g. your peers, stakeholders, potential users)?
- 4. Which of the courses you have taken, or are currently taking, will help your team to be successful with your capstone project.
- 5. What knowledge and skills will the team collectively need to acquire to successfully complete this capstone project? Examples of possible knowledge to acquire include domain specific knowledge from the domain of your application, or software engineering knowledge, mechatronics knowledge or computer science knowledge. Skills may be related to technology, or writing, or presentation, or team management, etc. You should look to identify at least one item for each team member.
- 6. For each of the knowledge areas and skills identified in the previous question, what are at least two approaches to acquiring the knowledge or mastering the skill? Of the identified approaches, which will each team member pursue, and why did they make this choice?